

# NINETIES HACKING

## A thematic expansion for any RPG

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### WELCOME TO CYBERSPACE

Remove any "hacking" or "computer" skills from your RPG setting. Replace them with this ruleset instead.

### HOW TO HACK

Computer security is now governed by manual dexterity (or a comparable skill / attribute / perk) and technobabble.

### TYPE FASTER

The only way to hack properly is to out-type your opponent. The better your manual dexterity roll, the better your hacking.

### TALK THE TALK

Explain what you're doing using the best technobabble you can muster. Your GM may award or deduct points based on how convincing you sound. More

syllables means a higher bonus.

### FASHION

Is your character into black leather and PVC, or neon and fishnet? What type of sunglasses does your character own? Explain to your GM how this affects your hacking ability.

### GET THE DISK!

All hacked files - no matter what size - are now stored on 3.5" floppies. These are easily hidden... and easily stolen. They are also seemingly indestructible.

### HACK THE PLANET

Everything electronic is computer-accessible and remotely hackable with a good enough roll, from streetlights to blenders. Hack everything. Hack the planet.